

# Final Stop Andromeda

January/February 1991

Issue 40



## Society Information

Final Stop Andromeda is the bimonthly newsletter put out by the Boston Japanimation Society, a nonprofit cultural organization devoted to the appreciation of Japanese Animation. Our current officers are:

Paul Burgholzer  
Marianne Popa  
Brian Yelverton

Media Coordinator / Newsletter Editor  
Social Coordinator / Public Relations  
Internal Coordinator / Secretary

## Membership Information

The annual BJS membership fee is seven dollars for members in the U.S. and Canada, and 14 dollars for members elsewhere in the world. Only U.S. currency will be accepted.

With your membership with the Boston Japanimation Society you receive the following benefits:

- \* A one year ( six issue ) subscription to Final Stop Andromeda
- \* A membership card to impress your friends with
- \* Free Classifieds in the newsletter
- \* Discounts on merchandise at the following locations
  - Outer Limits, 457 Moody st., Waltham
  - Bop City Comics, 80 Worcester Rd., Framingham ( Rt. 9 - Marshal's Mall )
  - Space Station Studios, Waltham.

If you received this issue in the mail, check your mailing label. If the words "last issue" appear under your membership, then this really is your last issue!

New memberships and renewals should be sent as a check or money order payable to:

Marianne Popa - 225 Tremont St. - Newton, Ma. - 02158

Be sure that the payment is made out to Mariane Popa, not to BJS. Any check or money order made out incorrectly will be returned to you.

Some back issues from number 17 to the present are available for one dollar each. If you need them mailed to you there is an additional charge of 1 dollar for postage and handling.

## Directions to BJS meetings at U.MASS Boston

**By Train:** Take the Red line to JFK/UMASS station. Free shuttle buses there will take you directly to UMASS Boston. Shuttle busses run until 4:30 pm, but other members should be able to provide transportation to the station

**By car:** Take route 3 ( a.k.a route 93 ) To exit 15 to Morrisey Blvd. where UMASS is located; across from the Boston Globe Building, next to the JFK Library.

**At UMASS:** Walk or drive to the Wheately building ( No. 010 ). At present our meetings are held in room 041. (past the elevators and vending machines, through the double doors, straight ahead. )

## Contributors to this issue

Artwork by: Dennis Richards, Jim Harington and Kevin Leahy

Other Stuff: Paul Burgholzer, Neil Nadleman, Brian Yelverton, Kevin Lehey Lorraine Savage, Anime Hasshin and the Dayton Animation Club.

## **Video Schedule for Saturday, January 12'th, 1991**

and

## **Video Schedule for Saturday, February 9'th, 1991**

Due to the "changing of the guard" this year and the fact that I will be unable to attend either meeting, it is difficult for me to plan a video schedule these two months. Therefore, I will be leaving the scheduling to Brian and Neil who I'm certain will come up with some great stuff. I have recommended that Team Radius (A.K.A. Ledeaus) and Sol Bianca be shown. I'm sorry if this creates any problems.

### **Roadtrips**

Come join the B.J.S. on one of our roadtrips. We meet on the last Sunday of every month at the Porter Exchange in Porter Square, Cambridge and leave promptly at 1:00 pm, so plan to be there by 12:30. We usually go to Outer Limits, Mr. Big's or Bop City Comics and then come back for a movie or dinner. The next scheduled roadtrip dates are January 27'th and February 24 'th.

### **Submissions:**

Final Stop Andromeda NEEDS submissions from its members. The size and quality of the newsletter depends on you. We can accept any anime-related art or articles. So for now, rush your submission to:

Neil Nadelman - 140 Bay State Rd - Box 1117 - Boston, Ma - 02215

Dear B.J.S.:

Howdy Folks, and welcome to 'Andromeda 40! A whole lot has changed since we last met. One of these, as some of you may already know is that the time has come for me to pass the torch to someone else. So as of February third, 1991, I will be officially stepping down from my position in the club. I know that this comes as rather short notice, but with a double major at collage and two jobs I just can't hack it anymore. I like to think that my performance has been at least adequate over the last 15 months. I know that I have not done as well as Burt did, but at least I tried. Fortunately for us we have had a some great people step forward in this time of change, Brian Yelverton is our new club secretary and Neil Nadelman has volunteered to fill in as editor for one or two issues. While we are all set for club secretaries for the duration, we will need a permanent replacement for myself as soon as Neil is finished this spring.

This will be my last address to the club and as such I would like to leave on a positive note. While it is a fact that in many ways, the club's age is catching up with it, the fact is that our membership is at 165 members (an all-time high) and the treasury is very secure. Despite rumors to the contrary, the club is NOT in imminent danger of collapse and all we need are some good people who are willing to seriously donate their time and energy to make it one of the best in the nation. So, to whomever replaces me, be open to new ideas and never hesitate to ask the membership to lend a hand where needed. And to the membership, please be patient and helpful, or at least understanding. Please help make this the best damn anime club in the USA!

Your soon-to-be former editor

Paul Burgholzer

Gratas ago et Laude

### **ATTENTION!!!**

The BJS is searching for volunteers to become members of our newsletter staff. . Anyone interested in a position with the staff should contact Marianne Popa, Society coordinator at: (627) 244-4514. -Marianne.

## Vampire Princess Miyu

### Part 4: Frozen Time

Thanks to: Samson Webster, Rick Martin and the Dayton Anime Club.

In the past, the gods and demons were one and the same, trapped within the deep recesses of our subconsciousness. The time has come for the demons to arise from their dormancy and when the gates to the unseen world open, they will step through.

Himiko has wandered to an area of Kyoto which seems familiar. She remembers her childhood when images of demons haunted her dreams. One of her dreams seems to have taken place in this area. The road and other landmarks seem hauntingly familiar. Then, a house manifests in front of her!

Himiko feels drawn towards the house which she now remembers from her nightmares. She enters and within the house's surreal interiors, meets Miyu. Miyu shows her the frozen image of a man and a woman suspended in a blood red room. Himiko tells Miyu that when she was a child, she saw this place. Miyu confronts Himiko and asks her, "I'm a creature that needs to drink blood. Do you want eternal life? Is that why you're always looking for me...?"

The scene fades into the past. . . A young Miyu worries about her seemingly withdrawn father. He doesn't work; all he does is take care of their grandfather's house. He doesn't even take his daughter or wife out. He doesn't even seem very concerned that Miyu cut her finger, just as long as the wound doesn't bleed. In fact, while sitting on a beach, Miyu tells her father. . .

"Someday, I want to be a painter."

"You will not become a painter," says her father, "your destiny has already been decided."

Later, Miyu's father explains to her why he enjoys collecting paintings. He tells her that they represent moments of time captured forever - eternal beauty. Miyu's mother enters the room and Miyu tells her that she has recently come to fear the ocean. She feels that something came in the ocean mist and tried to take her away.

The next day, a young girl dies at school. Miyu tries to hide her pain. That day she looks to Ravia and confides to him that she feels she killed the girl when her hunger escaped her, but she doesn't remember doing that. . .

Later, Miyu talks to her parents. She feels that her mother suspects that she's a vampire. That night, Miyu overhears her mother pleading with someone who has a deep, almost supernatural voice. The voice says that he should take Miyu. Miyu's mother and father protest and the voice fades away. Her mother says that they must think of something as they're running out of time. Her father replies, saying "I have all the time in the universe. . ."

At home, Miyu, talks to her friend Aki. Aki wants to know if Miyu has ever thought about death. She asks Miyu if she knows about vampires; creatures that can live forever. Aki then tells Miyu that she knows who killed the girl at school. She says that she wants to be a vampire and that Miyu must make her one. Miyu denies that she's a vampire, but Aki offers her blood to Miyu. Miyu can not resist the blood lust and moves toward her, but Miyu's mother arrives and stops her just before it's too late.

Later, at home, Miyu's mother gives her daughter a glass of blood and tells her to drink it. She tells Miyu that if she doesn't drink it, someone else at school may die. Miyu looks at the blood and suddenly realizes that her mother killed the girl at school. Miyu fleas to her room, but in the night outside the house, something arrives. . .

Miyu drinks the glass of blood in the confines of her room, but when she takes the blood, she suddenly finds the room warped to the "Land of the Dead!" Her parents enter and tell her about the demons. Just then, a demon appears and speaks in the same voice that Miyu heard talking to her parents earlier. The creature says that it is time for Miyu to become a full vampire and that it will take her. Miyu's mother casts a spell at the demon. She grabs Miyu and fleas when Ravia appears. Ravia and Miyu's father face off the great demon. (note,

vampires and demons are ancient foes, Miyu is a new vampire which could topple the demons from power, if the demons can manage to control or destroy Miyu, supremacy is assured for all time)

Outside the effect of the gate which has opened over their house, Miyu's mother asks her daughter to promise not to take any more blood in the name of love. She tells Miyu that she turned her husband into a vampire so that they would both live forever. Her husband could not handle the prospect of immortality and so, he lost the will to live. With all of eternity at his grasp, he lost the fire that burnt within him. She never wanted Miyu to suffer this, so she worked on a spell to keep her partially human, but failed. She gives Miyu her own blood so that Miyu will be able to flee the wrath of the demon. As soon as Miyu tastes her mother's blood, she realizes that her mother didn't kill Aki, but had bled herself slowly to give Miyu her own blood. Somehow, her mother had erased the memories of this from her mind. The great demon then arrives, casting its shadow over Miyu and her mother. . . . .

Miyu tells Himiko that the demon punished her parents by trapping them . . . . suspending them in time until Miyu performs enough evil to set them free. Miyu then fades away.

Himiko realizes that the shape which appeared in her dreams to drive the demons off was that of a young girl, Miyu. She realizes that when she was a little girl, Miyu was already a vampire - Miyu is ancient!

Miyu's laughter echoes in the hot, midsummer air.



END STORY

CREDITS

Director: Toshihiro Hirano

Animation Director / Character Designer: Narumi Kakinouchi

## Team Radius (AKA Ledeus)

By Kevin Leahy

From Dec '87 AniMedia



Riot Jinas: The pilot of Radius. He'll use Zarem's inheritance, Lido, to save his younger sister from dying of her sleeping sickness. He's 18 yrs old.

Yuta La Kyaradejin: One of the last of Zarem's descendants that Lido was bequeathed to. This young lady is descended from shinto priest lineage and her bravery is unequalled. She's 16 years old.

Supeka and Seneka: Artificial Life-forms created with politron cells. They were born to be Riot's partners, and they synchronize with Radius.

Lido: The treasure lying in Zarem's sanctuary. These underground resources are said to possess infinite energy. To use this, Yuta and the other descendants of Zarem's need their ancient possession, the lens called "The Pupil of Zarem's Eye".

Randol: One of the descendants of Zarem. He had for his own "the pupil of Zarem's eye" and gave it to Riot to deliver to Yuta.

Demstar: The gang's boss, he's the phantom commander who manipulates Kaizer. Lido is what he's stalking. He's had previous experience with Riot, and it seems there's a fated relationship between the two of them. His appearance is via holograph-projecting equipment.

Kaizer: Demstar's staff officer. He battles against Riot's Radius Mecha in the Dezaim Amanoid mecha.

At any rate, some of you like beautiful young ladies and robots all year round! Now both pieces and the finest of the fine, Rei Aran's beautiful young ladies, have shown up again on the anime scene. Besides the heroine Yuta, the beautiful twins Supeka and Seneka also make appearances.

Managing a general store, Yuta becomes slightly bored by the common and everyday. Then one certain day, a man who says he learned of her from grandpa Randol comes calling. This man, Riot, is accompanied by twin beautiful young ladies and tells Yuta he's brought her "the pupil of Zarem's eye." Yuta's real name is Lei La Kyaradeiin., and this young woman's family is of the ancient Kuoru civilization, descended from Shinto priest of Zarem lineage.

Riot's purpose, a resource called Lido that has infinite energy, lies in the ruins of Zarem. And to retrieve this, he'll need one of the five descendants of Zarem. They'll also need the lens called the pupil of Zarem's eye. Grandpa Randol of Shiraal Valley got the pupil of Zarem's eye from a one-eyed monster, and subsequently Riot called on Yuta and explained his reasons to her.

But just then the Demstar gang arrives there and attacks. Their target likewise is the pupil of Zarem's eye and though they're repulsed by Supeka's ready wit, Yuta's shop is torn to pieces.

Although it's nice that they brought her the pupil of Zarem's eye, she simply refuses to be separated from them until she gets reimbursed for the demolished shop! And so Yuta suggests that she travel together with Riot's troupe (she doesn't know she might die on the dangerous journey). And Riot gives up, (he's battling his own boredom) and Yuta is a refreshing face. Riot and his troupe don't have any choice but to take Yuta along as they approach the lake where Zarem's temple lies.

At the lake, Yuta is captured and led away by the Demstar gang. They tried to steal the lense from the other three descendants of Zarem and now to open Lido's key they need a shinto priest of Zarem, and Yuta, who completely unseals Lido's key. This is time for Riot and company to advance because if they're late then Zarem's bequest, Lido, will be in the hands of Kaizer, Demstar's subordinate.....

However, Lido has departed from the enshrinement and is not destroyed as it emerges from the sacred water. Lido is produced by the water, releasing infinite energy and causing a total cave-in.

Lido's cave-in, together with the collapse caused the sanctuary to gradually appear. Escaping from Riot and company, Kaizer mounts his mecha, the eagerly-awaited Daxaim. The normal strength of Riot's mecha, Radius, won't put a dent in it. Here it's the twins' turn. Once the artificial life-forms; Supeka and Seneka, synchronize and dissolve into Radius, nothing can oppose them.

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#### Andromeda News

#### Reprinted from The Rose #24

Thanks to: Anime Sacramento, Animedia, Business Japan, Chicago Megazone, Comic Byers guide, Compuserve, Stephen McCloy, Scott Nash, Kevin O'Connell, Charles Ohlemann, Fred Patten, Stephen Pearl and Brian Yelverton.

#### Comics -Viz

\*Gunhed (live action robots) comic due in November ; movie to be released in summer 1991.

\*Fist of the North Star (martial arts) new mini-series; animated movie due mid 1991.

\*Ranma 1/2 (Kung-Fu comedy) series due in summer 1991

\*Xenon: Heavy Metal Warrior Part One. Story and art by Masaomi Kanzaki. This set will include the original manga chapter breaks which eclipse had changed. Bimonthly, 4 Volumes, starts January 1991, 184 pages, B&W, \$12.95 US, \$17.50 Canada.

\*Area 88, collecting the series. Part One due in February 1991, 180 pages, B&W, \$12.95

### Eternity Comics

\*Birth of a Lensman, collects the first 3 issues. Due in December, B&W, \$5.95

\*Captain Harlock Returns, album collects the first 4 issues. Due in November, B&W, \$9.95.

### Eclipse

\*What's Michael Volume 2, follows the adventures of the tabby cat. Michael meets lady Popo. Translated by Toren Smith and Dana Lewis. Due in early 1991, 120 pages, B&W, \$9.95 for trade paperback, \$40.00 for limited edition clothbound album.

\*Dirty Pair: A Plague of Angels by Toren Smith and Adam Warren will conclude it 5 part storyline in February. 32 pages, B&W, deluxe format, \$2.00

### Misc. Comics News

\*Venus Wars, by Studio Proteus, will be delayed until March 1991.

\*Due to a threatened lawsuit from Playboy, the dirty pair comic mini-series will not be reprinted as a trade paperback. The Dirty Pair's bunny costumes may be redesigned into other animals.

### OAV's

\*Lodoss War is a 13 episode OAV series, one episode 30 minutes.

\*Mobile Suit Gundam 0083 Stardust memory.

\*Lupin the Third: The Hemingway papers, TV special, 79 minutes, 30 minutes.

\*Mobile Suit Gundam: Gundam Formula 91. GF-91 due this March 1991.

### Other Stuff

\*AnimEigo's (Madox-01) next subtitled release will be Riding Bean in February retail #35 - \$45.

\*The Directory of Anime Fandom, a listing of anime fan clubs and groups has a new editor. You can still register your club or organization with them. Copies of the Directory can be obtained for a small price. For more information contact: Lee Oeth, 4395 70th st. #21, La Mesa, Ca. 92041. 619-270-2607.

\*Peter Payne is starting up a Kimagure Orange Road registration of fans. Write for details. He is also selling complete episode guides to the series: Vol. 1 eps #1-12, Vol. 2 eps #13-24, Vol. 3 eps #25-36 and Vol. 4 eps #37-48 and the Orange Road Movie. Each volume is \$5 or free if you download it from Anime BBS 619-589-9065 12/2400 baud, 24 hours. Peter Payne, 10849 Macouba Pl., San Diego, Ca. 92124.

\*Future Streamline Productions projects will include, Fist of the North Star, Akira on (video tape at comic shops), Lensman and Robot Carnival, with Zillion and Nausicaa as hopefuls.

Once again, thanks to Lorraine Savage and Brian Yelverton for this info from Anime Hasshin's The Rose

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### New Anime Clubs

Anime UK  
c/o Helen McCarthy  
147 Francis Street  
London E10 6NT, England

Japanime Fan Club  
c/o Fabrizio Ferrario  
Via Pietro Da Lissone M13  
20035 Lissone, Italy

Send SASE for a quick reply.

**Attention BJS!** I received a copy of the Japanese Animation News & Review, the official Newsletter of the Hokubie Anime-Kai (North American Anime Circle). JAN&R, if you will, is edited by our very own Bill Ames of Connecticut, and aside of being the biggest Urusei Yatsura fan in this sector, Bill Ames and his partner Mark Weiss, have demonstrated talent an ability far beyond what I have done at my very best (of course they have a TARGA 32 workstation !!). I wholeheartedly recommend this 'zine to any members of this or any other

anime club. The newsletter is included in the membership which is \$12/yr. in the US, \$14/yr Canada and \$24 elsewhere. All payment must be in US funds. Make checks payable to Bill Ames. Send to:

Hokubei Anime-Kai, P.O. Box 279, Botsford, Ct., 06404

## Help! ! !

As of the January meeting, we will be in need of video equipment in order to present films for the monthly meetings. Anyone who can contribute the use of a VCR and/or monitor please call Marianne at:

(617)244-4514

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## Spelling Counts

by  
Neil Nadelman

After nearly a year and a half, I've completed my first subtitled movie. With my first production firmly under my belt, now seems the time to reflect on what translation is and how one should approach the problem. What I say might not necessarily agree with what you, the reader, may believe, but it comes with experience. If there are any of you out there thinking of taking those Japanese courses and taking a crack at your favorite manga, you might want to read this.

One of the things I could never stand about the first crop of amateur translations I saw was their slavish adherence to what some might call the "literal" translation. People, the translator's job is not to blindly take a dictionary and grammar knowledge and turn one language into another. Literal translations are inherently BAD translations. They're stiff, speech is unrealistic, and any characterization disappears in the process. The translator's job is that of a transliterator and mind-reader. He must understand WHAT the author was trying to say in Japanese, what sort of person is saying it, HOW it was said, and then try to think of what it's closest English equivalent is.

A good example of how not to translate may be found in any script translated by Sue Shambaugh. These are quite prevalent and can be found on almost any good-sized computer net. I don't know Sue personally; this is a review of her work only. She slavishly takes out her dictionary and decodes sentences on the basis of the direct, literal approach. The problem is that they often lose any sort of coherence in their new form. English is one of the most flexible languages ever created, and yet she chooses not to exploit any of its possibilities. People will always say "hello" to each other, not "hi, hey there, yo, how's it going?, what's up doc?", etc. And any sort of idiom will be left strictly translated, leaving its meaning in the language of its origin.

Now some of you may be starting to detect signs of "Macek-ism" in this piece, and you're right. I know that many of you hate those "adaptations" that have been forced on us in the past, but you can not eliminate all rewriting. The success of Nausicaa in its manga form in this country is due mostly to Toren Smith's fanatically driven rewrite job. The trick is to write the script so that it makes perfect sense in its new language. Contrary to popular belief, Japanese does NOT contain any so-called "untranslatable concepts". English is as highly flexible a language as Japanese, most likely more so (editor's note: the English language is the largest, most flexible and precise of all modern languages with almost a half-million words in the unabridged Oxford English Dictionary). Use it to build up the mood of a scene, to enhance the characters presented. When a character calls another a "yaroh", don't have him call him a "rascal". Examine the situation and decide which word would fit best. "Bastard"?, "Asshole"?, Something stronger? If you just know in your heart what they're saying, then put it on paper. It'll improve the translation a hundred fold.

Finally, there's the topic of names. Names are important and should be spelled with care. I remember arguing about the spelling of Sunrise's "Armor Hunter Merowlink". Because the staff of Animag spelled it with two "l"s (Mellowlink), the whole country spells it that way.

Even though the dogtag shown in the opening credits spells it with an "r", even though all the Japanese magazines spell it with an "r", even though the name "Mellow"link is completely out of style with the character himself! For those of you who say that the "r" and "l" argument is insignificant, consider this: Is the first series of Robotech "Macross" or "Macloss"? Is the star of Urusei Yatsura "Lum" or "Rum"? Should we call our friendly neighborhood super-psychic "Akira" or "Akila"? You see, we use those spelling because the Japanese chose them first. I remember everyone calling the creator of "Yamato" Reiji Matsumoto. The problem was that Matsumoto had decided a long time ago that he would spell his name "Leiji". Both ways are correct, but he chose it. The point is, names can help set tone as much as the dialog itself. Try to find out what the Japanese chose as spellings. Use them if you can, but if you are forced to make up your own, make them fit the setting. For example, when I translated "Wings of Honneamise", I used Toren Smith's Spellings for the most part, even though a Japanese book I owned gave different spellings. I used Smith's (with some modifications) because his added an "alien" aesthetic to the translation which I liked.

The point I'm trying to make here is that a translation has to give the reader the essence of the story, the soul if you will. Instead of trying for 100% literalness, shoot for a script that ends up about 50% literal but remains 100% accurate.

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### Anime by Mail

By

#### Paul Burgholzer - Part 1: Models

Since I joined the BJS and added anime to my list of interests I began collecting various forms or anime-related merchandise, mostly models in my case. I was overjoyed to discover Outer Limits and other shops in the Boston area which cater to my never-ending quest for Gundams. I soon found, however, that there were some models that could not be had at any local store for any price. The result was my first order being placed with a mail-order merchandise company. Of course there are more now than there were then, but some things never change. Here I'll summarize a few of the more noteworthy ones.

**General Products.** This is probably the largest and most direct distributor of anime merchandise. Their catalog is enormous and has excellent B&W pictures for most items. Their prices vary, from great to steep depending on the product. And lastly, I hear that their service is great and their delivery time is lightspeed. Notice the word "hear" in the last sentence. I mailed out for my catalog last May and received nothing, a letter of concern and another \$1.50 followed and still no response. It is rather a shame that what would seem to be the best source of anime stuff (according to secondhand reports and a borrowed catalog) has decided to isolate itself from the public. . You can't run the store with the door locked. Feel lucky? Write to:

General Products - USA - 1455 "A" Market St. #506 - San Francisco, Ca. - 94130 - send \$1.50

**Nikaku Animart.** They are sort of the "old reliables" of anime merchandise. Tried, true and reasonably priced, you can expect to receive your order within a month of when you mailed it out. Their catalog is three separate sheets of 8.5 / 11 with B&W print and graphics. Yet these six pages are crammed with every sort of items, posters, C.D's, videos etc... you name it. Their prices are on the less expensive side and you can expect to be treated like a human being over the phone. And here is the best part, The catalog itself is free, just send an SASE and wait about two weeks. Highly recommended, use certified checks or money orders for fast response

Nikaku Animart - 615 N. 6th St. - San Jose, Ca. - 95112 - (408)971-2822 or 971-0856 for fax

**SF2 (San Francisco Science Fiction).** I have never dealt with them personally but they seem to be very professional and I have been recommended to them by people I trust. They advertise themselves as "The garage Kit Network". Remember, Garage kits = \$, so be ready to drop some major cash if garage kits are indeed what you are interested in. (They have regular models too)

**San Francisco Science Fiction - 616 Clement St. - San Francisco, Ca. - 94188 - (415)751-7380**

**New Type toys and hobbies**, takes first place. Their catalog costs \$2 and has over 500 items. They have reasonable prices and the best service I've seen anywhere. If a model was made for any anime release, it is a fair bet they can get a hold of it (they support mostly models and garage kits). Gundamaniacs rejoice! I think they have every Gundam model ever released. They even have a rare garage kits of the Geymalk and Haman Kahn's Quebely from ZZ. They told me they are expecting a shipment of FSS stuff for under \$100, still steep, but better. Their catalog is one of the most expensive but it is still only 2 bucks. Though that \$2 also buys you all future updates and supplements, a good deal. I mailed out for my catalog of November 8 and received it on the 23<sup>rd</sup>, a new record. I ordered a set of "Super-Deformed Knight Sabers" which arrived in just under two weeks, not even Nikaku Animart can beat that. There are a few small problems, though. Firstly, they only except American Express over the phone, and there are no illustrations or pictures in their catalogs. All this means is that you have to know what you are looking for, or if all else fails, give them a call and they will be more than willing to describe the product to you in detail. I did and I was greeted by a very polite and helpful individual who patiently answered all of my questions. The last problem is their prices. On average they are about 8% more expensive than Outer Limits, though they had an S-Gundam on sale for \$16 while Outer Limits had it for \$18 and Mr. Big's for \$20. There are a few bargains here, but not many. I would rather pay \$2 more for my Alpha-Azieu and have it with a smile two or so weeks later than at a bargain price from Anime-Zoneish places with an attitude disorder and six month wait list (if at all!). So even if you are not a modeler in general or a Gundamaniac specifically, get their catalog and give them a try. They have been around for about 2 years and are about to growing quickly. Certified checks and money orders get immediate response.

**New Type Toys and Hobbies - 1531 B 10<sup>th</sup> Ave. - San Francisco, Ca - 94122 - (415)731-3077 Sat & Sun. 1:30 -9:30 EST**

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### Classifieds

Fellow beings - are you a galactic hitchhiker too? A traveler of time and relative dimensions and space? Are you a trader of items - galactic, dimensional, terran or anime? I am very interested in anime and am trying to decide which one to save when the earth is destroyed (see Hitchhiker's guide to the Galaxy). So am increasing my anime collection being especially interested in those with English subtitles including Uresei Yatsura, Lupin, Dunbine, Effe & Jira/Dirty Pair, Capt. Harlock, Cat's Eye, Chinobi, Gdheen, Starcat, Enemy is Pirate, Laputa (English), and legends or fairy tales.

I am also interested in British TV shows, and anime. Please send your anime/trade list to  
**Timelup'n Rich - 910 West Sycamore, Apt.5 - Carbondale, Ill - 6290 - USA - Earth - Sol III System - Milky Way - Mutter's Spiral.**

### Wanted

Urusie Yatsura series guide describing the episode and titles in English and episode numbers. Also interested in contacting any Orange Road fans. Please contact **Bill Ames, PO Box 279 Botsford Ct. 06404.**



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